

LISTING OF PENDING CLAIMS

1. (Previously amended) A method for transmitting venue-based in-play camera views for simultaneous display at a hand held device, said method comprising the steps of:

simultaneously transmitting more than one video signal captured by more than one video camera located at an entertainment venue said more than one video signal including at least one in-play camera view from at least one in-play camera located at an in-play location within the entertainment venue;

processing said more than one video signal for simultaneous display as at least two camera views on a display associated with a hand held device; and

simultaneously displaying said at least two camera views on said display.

2. (Previously amended) The method of claim 1 further comprising the step of:

enabling display of only one camera view associated with a video signal selected from the more than one video signal simultaneously displayed as at least two camera views on the display, said only one camera view selected in response to a user input at said hand held device.

3. (Previously amended) The method of claim 1 further comprising the step of:

recording video signals on the hand held device in response to user input at said hand held device.

4. (Cancelled).

5.(Previously amended) The method of claim 3 wherein the step of storing video signals further comprises the step of:

storing said video signals within a memory associated with the hand held device.

6. (Cancelled).

7. (Previously amended) The method of claim 3 wherein said video signals comprises at least one instant replay.

8. (Previously amended) The method of claim 1 wherein said in-play camera location comprises placement within at least one racing car competing within a racing venue.

9. (Previously amended) The method of claim 1 wherein said entertainment venue comprises a racing venue.

10. (Previously amended) A method for transmitting entertainment venue-based in-play camera views for simultaneous display at a hand held device, said method comprising the steps of:

more than one in-play camera simultaneously capturing in-play camera views from within an entertainment venue; and

simultaneously transmitting said in-play camera views directly from said more than one in-play camera to at least one hand held device.

11. (Previously amended) The method of claim 10 further comprising:

processing said in-play camera views at said at least one hand held device for display on a display associated with said at least one hand held device; and

simultaneously displaying more than one in-play camera view on said display associated with said at least one hand held device.

12. (Previously amended) The method of claim 11 further comprising the step of:

displaying at least one in-play camera view selected from said more than one in-play camera views on said display in response to a user input at said hand held device.

13. (Cancelled).

14. (Previously amended) The method of claim 11 further comprising the step of:

recording at least one in-play camera view selected from said more than one in-play camera views, in response to a user input.

15. (Cancelled).

16. (Previously amended) The method of claim 14 wherein the step of recording at least one in-play camera view, further comprises the step of:

storing said particular in-play camera view within a memory associated with the hand held device.

17. (Cancelled).

18. (Previously amended) The method of claim 11 further comprising the step wherein at least one of said in-play camera views is recorded in a memory for use as an instant replay.

19. (Previously amended) The method of claim 10 wherein said more than one in-play camera locations comprise placement within at least one racing car competing within a racing venue.

20. (Original) The method of claim 10 wherein said venue comprises a racing venue.

21. (Previously amended) A method for transmitting venue-based in-play camera views for simultaneous display at a hand held device, said method comprising the steps of:

simultaneously transmitting in-play camera views from in-play cameras located at in-play locations within a venue to enterprise equipment;

processing said in-play camera views at said enterprise equipment for transmission to at least one hand held device for selective display at a display screen associated with said at least one hand held device; and

transmitting processed in-play camera views to at least one hand held device.

22. (Previously amended) The method of claim 21 further comprising:

receiving processed in-play camera views at said at least one hand held device from said enterprise equipment;

processing said processed in-play camera views for selective viewing on a display screen associated with said at least one hand held device; and

displaying at least one processed in-play camera view on a display screen associated with said at least one hand held device, said at least one processed in-play camera view selected from more than one simultaneously displayable in-play camera view thereby enabling hand held device users to view said in-play camera views through at least one hand held device.

23. (Cancelled).

24. (Previously amended) The method of claim 22 further comprising the step of:

recording at least one in-play camera view in response to a user input at the hand held device.

25. (Cancelled).

26. (Cancelled).

27. (Cancelled).

28. (Previously amended) The method of claim 24 wherein said at least one in-play camera view comprises an instant replay.

29. (Previously amended) The method of claim 21 wherein said in-play camera locations comprise placement within at least one racing car competing within a racing venue.

30. (Original) The method of claim 21 wherein said venue comprises a racing venue.

31. (Previously amended) A method for receiving venue-based in-play camera views for simultaneous display at a hand held device, said method comprising the steps of:

simultaneously receiving in-play camera views provided from at least one in-play camera at a hand held device;

processing said in-play camera views for viewing on a display associated with said hand held device; and

displaying more than one in-play camera view simultaneously on a display screen associated with said hand held device, thereby enabling hand held device users to view said in-play camera views through said hand held device.

32. (Cancelled).

33. (Cancelled).

34. (Cancelled).

35. (Cancelled)..

36. (Cancelled).

37. (Cancelled).

38. (Cancelled).

39. (Cancelled).

40. (Cancelled).

41. (Cancelled).

42. (Cancelled).

43. (Cancelled).

44. (Cancelled).

45. (Cancelled).

46. (Cancelled).

47. (Cancelled)..

48. (Cancelled)..

- 49. (Cancelled).
- 50. (Cancelled).
- 51. (Cancelled).
- 52. (Cancelled)..
- 53. (Cancelled).
- 54. (Cancelled)..
- 55. (Cancelled).
- 56. (Cancelled).
- 57. (Cancelled).
- 58. (Cancelled)..
- 59. (Cancelled).
- 60. (Cancelled).
- 61. (Cancelled).
- 62. (Cancelled).
- 63. (Cancelled)..
- 64. (Cancelled)..
- 65. (Cancelled).
- 66. (Cancelled).
- 67. (Cancelled).
- 68. (Cancelled).

70. (Previously amended) A system for receiving venue-based in-play camera views for display at a hand held device, said system comprising:

a receiver in a hand held device for simultaneously receiving in-play camera views provided from in-play cameras at an entertainment venue;

a processor in said hand held device for processing said in-play camera views for viewing on a display associated with said hand held device; and

a display integrated with said hand held device for simultaneously displaying more than one processed in-play camera view.

71. (Cancelled).

72. (Previously amended) The system of claim 70 further comprising:

a memory for recording at least one in-play camera view for displaying as an instant replay.

73. (Cancelled).

74. (Cancelled).

75. (Cancelled).

76. (Cancelled).

77. (Cancelled).

78. (Cancelled).